



**ENJOY THE M.R.T.U. 2017 SLOTRACE
WEEKEND OF THE YEAR**

TWO DAYS
TWO CHALLENGING RACES :

6 HOURS GT-12 16D TEAM RACE

&

DUTCH OPEN GROUP 12 WING-CAR

The MRTU invites you on Saturday, November 11th for the low-budget 6-hours GT-12-Production race on our Eurosport-6 Lanes, 29 meters track and Sunday, November 12th for the Dutch Open Group-12 (Wing-car) on our Blue-King track.



TIME SCHEDULE AND RULES:

Friday, November 10th 2017:

At 19.00 hour the clubroom is opened. You can practice on both tracks. At 21.00 you can enter our Group 12 Wing-Car M.R.T.U. club competition (for free) as practice for the Dutch-Open on Sunday. Club closes at 24.00 hour.

Saturday, November 11th 2017 (6 hours GT-12-Production Team race):

08.00h - 10.00h Practice Eurosport Track (6 lanes)

10.00h - 10.30h Car-inspection (Cars stay in parc-ferme until qualification is finished)

10.30h - 11.00h Drivers meeting + Qualification

11.15h - Start race (before start every car will get a technical inspection)

Afterwards ceremony protocolair and practice on the Blue-King Track. Club closes at. 22.00 hour.

Race system 6 hours GT-12/Production 16D team-race:

- * The actual driving time will depend on the number of participating teams.
- * A maximum of 10 teams will be allowed to the starting grid.
- * Maximum driving time: 60 minutes on each lane (6 teams)
- * In case more than 6 teams might participate, we will apply the so-called sit-out method.
- * In that case the effective driving time will be reduced in such a way that the finish will be at 17.30 hours at the latest.
- * Each team member must drive at least 2 heats. Driver change after 15 minutes allowed.
- * Each team must have one marshal at the track during the whole race.
- * The teams must consist out of a minimum of 3 and a maximum of 5 drivers.

Technical Rules 6 hours GT-12/Production 16D team-race:

Chassis : Slick-7, type ASP IV GT-12 (Chassis typenr. (S7-446C or S7-447C)
Lower versions from the ASP - I,II,III are permitted.
JK Cheetah A, Production

Not allowed: ASP XTREME, GTX or K2.

Body : BMW, type BPA-BMW, LM ref.nr. K035, Attan Mercedes AMG

Motor : Proslot Speed FX 16D: PS-2000, PS-2102, PS-2106 and PS-2107.
(The last 2 types are American made PS-706 16D, tagged armatures).
Super 16D with PS-700 armature Cup-Tag (Production),

One ball-bearing at the pinion side is allowed.

Only standard D-Can / Endbell and hardware / magnets.

Allowed : Chassis: extra clip for motor wires

Motor : glued magnets.

Not allowed : 1) Chassis: ball bearings and changing standard specification.
2) Motor: shunt wires, shimming magnets, grinding.
3) No quad magnets.

Other Rules 6 hours GT-12/Production team-race:

1) Maximum Axle-width, 83 mm.

2) Ground clearance during race backside car/gear: 0,5 mm

Ground clearance at car inspection and start race 0,8 mm

3) Maximum height body at the backside: 41 mm BMW, 35 mm Mercedes. The height will be measured when the body is not fixed on the chassis.

4) 2 bodies allowed (identically sprayed and mounted)

5) During the race the car can be checked by race director. If the car is not ok during a control, penalty of 40 laps. After restart the race car must be rechecked (during race time)

6) For all other things the race director takes the decision.

Entree Fee Team Race : € 20,00 (team)

Prices gt-12 Team Race : A trophy for the 1st, 2nd and 3rd place (maximum 2 trophies per team), and a souvenir of this event for all drivers.

Sunday, November 12th 2017 Dutch Open Wing-car Group 12:

08.00 - 10.30 Practice (Group 12 Wing-car Blue-King Track)
10.45 - 11.00 Drivers meeting + Car inspection
11.15 First Run Group 12 Wing-car (8 times 2 minutes), lane change 2 minutes.
Rest of race according tot the Dutch System (look further for system)
16.30 FINAL Group 12 Wing-Car, 8 times 5 minutes. Lane change 3 minutes.
Afterwards ceremony protocolair.

Info GP12 (Wing-car) Sunday, November 12th

Track : Blue-King (8 lanes)
Race System : Dutch system (look further on attachment)

Other Rules

- 1) Maximum Axle-width, 83 mm.
- 2) Ground clearance backside car/gear: see technical rules.
- 3) During race the car can be checked by race director.
If the car is during a control not ok, penalty of 10 laps
After restart racecar must be rechecked (during race time)
- 4) For all other things the race director takes the decision

Technical Rules Group 12 WING-CAR

1. CHASSIS + DIMENSIONS

Chassis Free. Ball-bearings not allowed. Ground clearance 0.8 mm (minimum) on King Track.

2. MOTORS

Original standard C-can (2 ball bearings allowed)
Original standard end-bell/hardware
Original ceramic magnets (NO QUADS OR COBALT)
Shunt wires allowed
Springs motor is free
Armature must be tagged by 12 or 12+ (minimum Ø .510)

3. BODIES

Wing-car body as mentioned in the ESROC rules 2008.

Entry-Fee : € 10,00.

Trophies : The first 3 a trophy and a memory for all the drivers.

THE DUTCH RACE SYSTEM

The Group 12, Wing-car race will be according the Dutch System, this means:

- 1: No qualification.
- 2: The name of every driver, participating in the race, will be entered in the computer system.
- 3: The computer system will make the run and starting lane classification by random selection. The number of runs depends upon the number of drivers.
- 4: Each driver will drive a run (8 times 2 minutes, lane-change 2 minutes).
This is called the First Run.
The 2 fastest drivers from the First Run (all drivers) will enter directly into the Final.
- 5: The other drivers will be classified (see point 3) for a new run.
This is called the Second Run.
The 2 fastest drivers from the Second Run will also enter directly into the Final.
- 6: The next 2 Final places will be granted as follows:
From the drivers left, the 2 drivers with the best personal result out of the First or the Second Run will enter the Final.
- 7: The last 2 Final places will be granted to the 2 drivers left, with the best total results (individual results First and Second Run counted together).

So the 8 drivers for the Final (8 times 5 minutes, lane-change 3 minutes) will be selected as follows:

1. 2 fastest drivers from the First Run.
2. 2 fastest drivers from the Second Run.
3. 2 drivers out of all left, with the best Run result (1st or 2nd Run).
4. 2 drivers out of all left, with the best Total result (1st and 2nd Run).